

a secondary display, which is a flat panel display, provided on said gaming machine at a location disposed apart from said main display and displaying video content including a secondary bonus game of chance play, wherein a single wager concurrently activates both the primary game and the secondary bonus game, and wherein the outcome of the secondary game depends only on at least one of (i) the number of plays on the primary game and (ii) the outcome of those plays on the primary game, without depending upon a race against a timer or against players on other gaming machines; and a player tracking device mounted on said chassis, said player tracking device comprising,

(a) a display, separate from said main display and said secondary display,

(b) one or more interfaces designed or configured to input player tracking information into the gaming machine;

(c) a network interface designed or configured to send and to receive player tracking information over a player tracking network;

(d) a logic device, separate from the gaming machine controller, designed or configured to send player tracking information to the gaming machine controller,

wherein the gaming machine controller is designed or configured to cause player tracking information and video content related to the player tracking information to be displayed on at least one of the main display and the secondary display.

42. A method of displaying video content on a gaming machine having (i) a main display capable of presenting the outcome of a primary game play on the gaming machine, [and] (ii) a secondary display, which is a flat panel video display, provided on said gaming machine at a location disposed apart from said main display and (iii) a player tracking device capable of receiving player tracking information and sending said player tracking information to a gaming machine controller on the gaming machine, the method comprising:

receiving a wager;

in response to a player initiating a play on the gaming machine, presenting the outcome of the play of the primary game on the main display of the gaming machine; [and]

displaying play of a secondary bonus game of chance on the secondary display, wherein a single wager concurrently activates both the primary game and the secondary bonus game, and wherein the outcome of the secondary game depends only on at least one of (i) the number of plays on the primary game and (ii) the outcome of those plays

on the primary game, without depending upon a race against a timer or against players on other gaming machines;

receiving player tracking information input into the player tracking device from at least one of a player and a remote server; and

displaying a portion of the player tracking information or video content related to the player tracking information to at least one of the main display and the secondary display.

51. A gaming machine comprising:

a chassis defining a gaming machine interior region and a gaming machine exterior surface;

a gaming machine controller for controlling the outcome of a primary game played on said gaming machine;

a main display capable of presenting the outcome of the primary game on the gaming machine;

a secondary display, which is a flat panel display, provided on said gaming machine at a location disposed apart from said main display and displaying video content capable of presenting a secondary game; [and]

a player control mechanism on the chassis which, when actuated by a player, concurrently activates both the primary game displayed on the main display and the secondary game displayed on the secondary display, and wherein the outcome of the secondary game depends only on at least one of (i) the number of plays on the primary game and (ii) the outcome of those plays on the primary game, without depending upon a race against a timer or against players on other gaming machines; and

a player tracking device mounted on said chassis, said player tracking device comprising,

(a) a display, separate from said main display and said secondary display,

(b) one or more interfaces designed or configured to input player tracking information into the gaming machine;

(c) a network interface designed or configured to send and to receive player tracking information over a player tracking network;

(d) a logic device, separate from the gaming machine controller, designed or configured to send player tracking information to the gaming machine controller,

wherein the gaming machine controller is designed or configured to cause player tracking information and video content related to the player tracking information to be displayed on at least one of the main display and the secondary display.

52. A gaming machine comprising:

a chassis defining a gaming machine interior region and a gaming machine exterior surface;

a gaming machine controller for controlling the outcome of a primary game played on said gaming machine;

a main display capable of presenting the outcome of the primary game on the gaming machine;

a secondary display, which is a flat panel display, provided on said gaming machine at a location disposed apart from said main display and displaying video content capable of presenting a secondary game; [and]

a player control mechanism on the chassis which, when actuated by a player, plays both the primary game displayed on the main display and the secondary game displayed on the secondary display, and wherein the outcome of the secondary game depends only on at least one of (i) the number of plays on the primary game and (ii) the outcome of those plays on the primary game, without depending upon a race against a timer or against players on other gaming machines; and

a player tracking device mounted on said chassis, said player tracking device comprising,

(a) a display, separate from said main display and said secondary display,

(b) one or more interfaces designed or configured to input player tracking information into the gaming machine;

(c) a network interface designed or configured to send and to receive player tracking information over a player tracking network;

(d) a logic device, separate from the gaming machine controller, designed or configured to send player tracking information to the gaming machine controller,

wherein the gaming machine controller is designed or configured to cause player tracking information and video content related to the player tracking information to be displayed on at least one of the main display and the secondary display.

Please enter the following new claims.

53. A gaming machine comprising:

a chassis defining a gaming machine interior region and a gaming machine exterior surface;

a gaming machine controller for controlling the outcome of a primary game played on said gaming machine;

a main display capable of presenting the outcome of the primary game on the gaming machine;

a secondary display, which is a flat panel display, provided on said gaming machine at a location disposed apart from said main display and displaying video content including a secondary bonus game of chance play; and

a player tracking device mounted on said chassis, said player tracking device comprising,

(a) a display, separate from said main display and said secondary display,

(b) one or more interfaces designed or configured to input player tracking information into the gaming machine;

(c) a network interface designed or configured to send and to receive player tracking information over a player tracking network;

(d) a logic device, separate from the gaming machine controller, designed or configured to send player tracking information to the gaming machine controller,

wherein the gaming machine controller is designed or configured to cause player tracking information and video content related to the player tracking information to be displayed on at least one of the main display and the secondary display.

54. A gaming machine comprising:

a chassis defining a gaming machine interior region and a gaming machine exterior surface;

a gaming machine controller for controlling the outcome of a primary game played on said gaming machine;

a main display capable of presenting the outcome of the primary game on the gaming machine;

a secondary display, which is a flat panel display, provided on said gaming machine at a location disposed apart from said main display and displaying video content including a secondary bonus game of chance play; and

a player tracking device mounted on said chassis, said player tracking device comprising,

(a) a display, separate from said main display and said secondary display and,

(b) one or more interfaces designed or configured to input player tracking information into the gaming machine.